

# UNWANTED FRAGMENTS

WRITTEN BY PHILIP REED



Compatible with  
**MICK  
BORG**

#1 • FEBRUARY 2021

## INTRODUCTION

When I backed the original *Mörk Borg* campaign on Kickstarter, there was no way I could know that I would eventually come to create over a dozen different supplements for use with the game. I threw my support behind that first Kickstarter project because the game looked like a blast. I appreciated the rules-light approach and I absolutely loved the visual design of the game. When it arrived, I read through the book and filed it away in the back of my mind, suspecting that the next time I would see the book would be at a convention where (if lucky!) I'd get a chance to sit in on a session one night.

Little did I suspect that there would one day be a third-party license for the game that would give me a chance to play in the dirty and bloody sandbox that is *Mörk Borg*. Less than a week after the license was announced, I already found myself deep in my first writings for the game, *Strange Citizens of the City*. Not surprisingly, I was having so much fun that I immediately tackled two more small expansions to the game. When a work is this inspiring and fun, my brain tends to go a little wild and will not stop until the ideas are on the page.

Those three works weren't enough, though, so I sat down and spent a couple of weekends writing *Calo's Book of Monsters*. Before I even attempted taking a third-party *Mörk Borg* work to Kickstarter I had already put together more content for the game than I ever would have guessed. It was all a leap of faith, a chance to create something a little outside of my norm, and in the end, it was well worth the effort.

My first *Mörk Borg* compatible Kickstarter campaign, running from Halloween to Friday the 13th, exceeded my expectations. The second – launched around the same time that the first was delivering – completely shocked me. It was when I ran a third (24-hours!) that I was convinced that I was far from the only one who finds something extremely enjoyable in the game's rules light approach.

As a way of thanks to the community, I've now produced a few free PDFs of content for the game. The latest, this micro-zine, was an experiment of sorts as I posted most of pages to the TALK MÖRK BORG group on Facebook and asked for votes on the possible content for each page. That was a different approach to writing new snippets of material for the game and I hope that you enjoy the end product.

– Philip Reed

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## TOWER OF SCOUNDRELS

Coming very soon to Kickstarter, *Tower of Scoundrels* is my first attempt at a book and record set. The gatefold sleeve serves as a mini-GM screen while packed inside you'll find a 7" 45 RPM record and two small booklets. The project was a hell of a lot of fun to create and gave me my first experiences with crafting atmospheric tunes that the GM may use as background music when running the enclosed adventure.

You can find the Kickstarter page here: [www.kickstarter.com/projects/philipreed/tower-of-scoundrels-a-third-party-mork-borg-adventure](http://www.kickstarter.com/projects/philipreed/tower-of-scoundrels-a-third-party-mork-borg-adventure)

*Tower of Scoundrels* isn't my only book and record set project. I have a similar record and book creation for use with the *Troika!* RPG in an earlier stage of development. News to come!



## TRIO OF TWISTED DECKS

I tried my first 24-hour Kickstarter campaign in early January of 2021 and can report that the *Trio of Twisted Decks* was a success! 595 backers got behind that short project and pledged over \$8,000 to making the decks happen . . . and everything is now behind us with the rewards mailing to backers the last week of January!

If you missed out on the project, these card decks (plus two others released under the third-party *Mörk Borg* license) are available right now at DrivethruRPG. You can find all of my current PDFs (and some print-on-demand works) at: [www.drivethrurpg.com/browse/pub/16363/Philip-Reed-Games](http://www.drivethrurpg.com/browse/pub/16363/Philip-Reed-Games)

## THE TIME-ALTERED STAIRCASE

When exploring the dungeons, castles, haunted houses, and other unwelcoming constructs of the land, the PCs are certain to come across stairs. Whether leading up or down, staircases are often little more than a marker between levels, a hint that (usually) things are about to get just a little more dangerous for the party.

At times, some stairs are more than a place between levels. Sometimes – such as with the easternmost staircase between the first and second floors of the dungeon below Castle Slaughter – there is more to the situation than is immediately obvious.

Centuries ago, when the inhabitants of the now-abandoned castle created the dungeon, the alien wizard Anastasios was tasked with overseeing the creation of this particular set of stairs. Although the assignment was intended as punishment – Anastasios had recently failed to impress the castle's mistress when she demanded entertainment – the wizard saw the project as an opportunity to exact his revenge on the woman for how she humiliated him in front of the others. With anger driving him, Anastasios summoned a host of skeletal servants to aid him in constructing the stairs, a foul band of undead workers who brought with them a little something extra to make the stairs particularly vile.

At first, none who ascended or descended the stairs noticed anything amiss. Over time, though, as the castle's mistress grew older and older, those guards who were charged with handling the dungeon's prisoners started mentioning that there was something odd about the stairs. What had at first been no more than a few moments of their time to move between the levels had stretched until, by the time the guards grew brave enough to say something, the journey required a half-an-hour to move from floor to floor.

Things only got worse from there.

Anastasios had cursed the stairs, instructing the skeletal workers to use once-living creatures that were turned to stone as caryatids in the stairs railing. These unusual beings were kidnapped from the elemental plane of time, and the sands of time that are trapped within their stone bodies have impacted the flow of time in the area. As of now, centuries later, it takes 6d6 hours to take the stairs between the first and second floors of the dungeon.

When on the stairs, the PCs may move, speak, and act as normal; the time distortion isn't at all noticeable when on the stairs. Where this becomes a problem is when they reach either end of the staircase. At that point, how the unusual change in time impacts the party is an exercise left in the GM's hands.

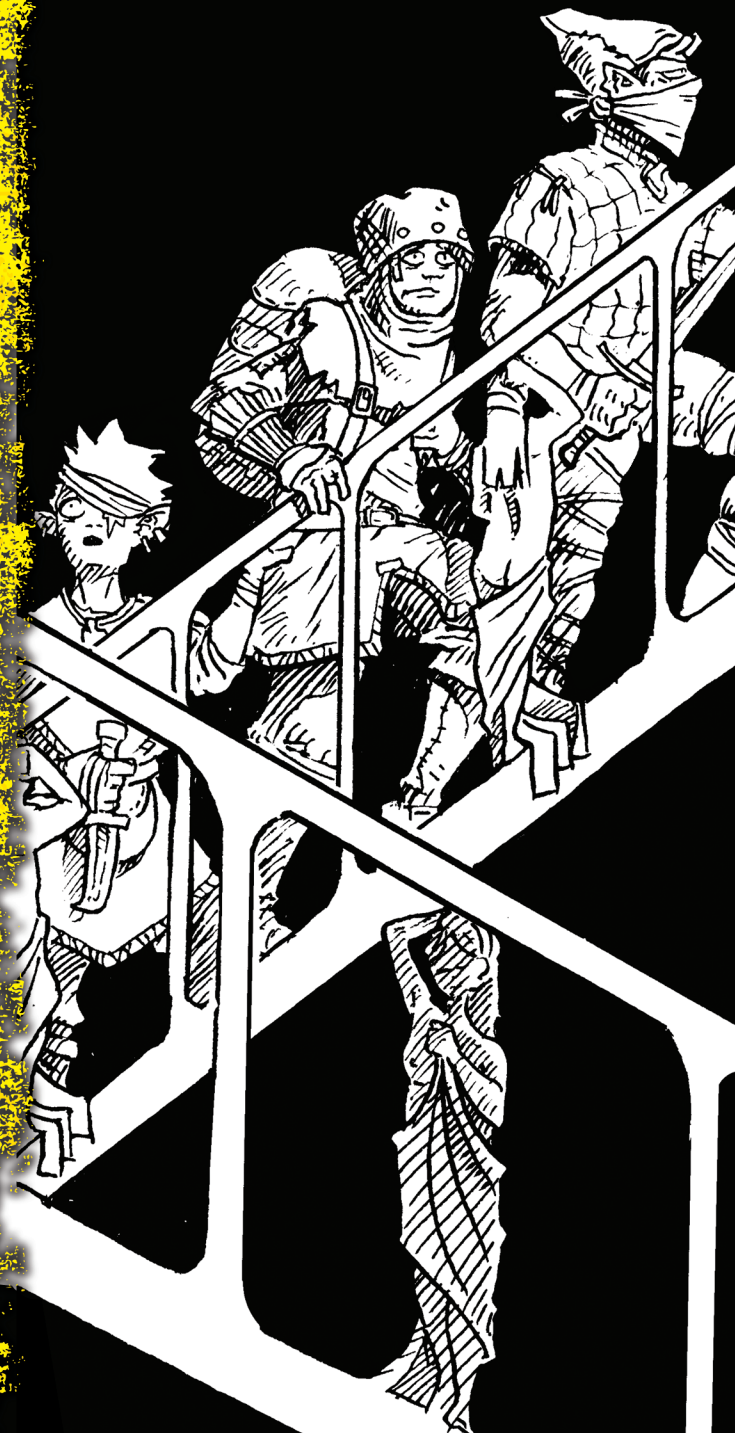
One way to inflict unexpected harm on the PCs when they use the stairs is by notifying them of the passage of time only when they reach one end of the staircase. They're starving, perhaps to the point that they suffer 1d4 damage from hunger pain when they step out of the time distortion field.

Another way time could impact the PCs is if one of them is poisoned. If they have 1d6 hours to find healing or a potion, escaping by way of the stairs could be a problem when they return to the normal timestream.

### *Making It Worse*

The stairs have attracted a swarm of gremlins who have made the place their home. Digging, carving, cutting, and chopping their way into the stone that lines the walls of the staircase, the creatures have created a network of narrow tunnels and small chambers that they use to bypass the time distortion field.

The tunnels are too small for the PCs to fit into, so things can become challenging when the gremlins attack at the top of the staircase and then rest/recover in their tunnels until they are healed at which point they want for the PCs at the bottom of the staircase.



# D6 UNEXPECTED SKELETONS

*“The flickering of our torches cast moving, strange shadows on the dungeon walls, making every moment feel ominous and important. Rats, spiders, and the remains of an old man were our only encounters thus far, convincing us that this tomb was long vacant. Foolishly, we let our guard down, disregarding the chattered warning that slowly followed in our footsteps.”*

There may be no foe more common than the undead skeletons who populate the deepest of dungeons, darkest of graveyards, and dankest of castles. These undead monsters are turned to many a time by GMs of all levels of experience. For that reason, I offer you these d6 ways in which to transform the skeleton.

## 1. Rat-Infested Bones

HP 5 Morale 7 Rat-Covered Body -d2  
Bony Fists d4, Dagger d4

This foul creature carries within it dozens rats who have made the skeleton their home. The rats swarm about the monster, its “fur” always in motion.

**Special Infection.** Anyone within 10’ of the monster must succeed a DR14 Toughness test or contract whatever vile disease the rats carry with them. An infected PC suffers d4 damage one hour later and an addition d2 damage every hour after that until they are magically healed. Or dead. Whichever comes first.

## 2. Ghost Prison

HP 6 Morale – Ghostly Aura -d4  
Bony Fists d4, Sword d6

These undead are a bizarre melding of a skeleton and a ghost, the bones actually inanimate but powered by the spirit that it trapped within. They moan and wail much like a ghost, which confuses experienced adventurers who are expecting a typical skeleton.

**Special Ghostly Stowaway.** When reduced to 0 HP, the skeletal frame collapses and unleashes a terrible spirit that continues the attack. *Ghost* HP 6 Morale – Ghostly Aura -d4 Spectral Claws d3 No special attacks.

## 3. Gateway to the Grave

HP 5 Morale 6 No armor  
Bony Fists d4

This wicked creation carries within it a gateway to the realms of the dead. The monster must be destroyed now!



**Special Planar Gate.** Once each round, there is a one in six chance that the skeleton’s gateway is activated from the other side. If this happens, d2 standard skeletons appear beside the monster.

## 4. Blood-Soaked Skull

HP 5 Morale 8 No armor  
Bony Fists d4, Hammer d4+1

By submerging the skull of a fresh-clean corpse in a pool of blood for seven days, one skilled in the necromantic arts may animate the dead, creating a rare blood-soaked skull.

**Special Fear Aura.** All who come within 20’ of a blood-soaked skull must make a DR12 Presence test. Those who fail are overcome by a sense of fear that can only be shaken by rolling 15+ on a d20. At the start of each Round, anyone affected by the monster’s Fear Aura power may attempt to shake off the effect.

## 5. Former Friend

HP 5 Morale 7 Rat-Covered Body -d2  
Bony Fists d4, Dagger d4

A dead friend returns in an unexpected form.

**Special Unnerving Encounter.** Randomly select one PC. This skeleton was, before its death and reanimation, a friend of that character. The PC suffers a -2 penalty on all rolls involving the monster. How does the PC know it was a friend. Either a particular article of clothing or a distinctive manner of movement gives away the thing’s former identity.

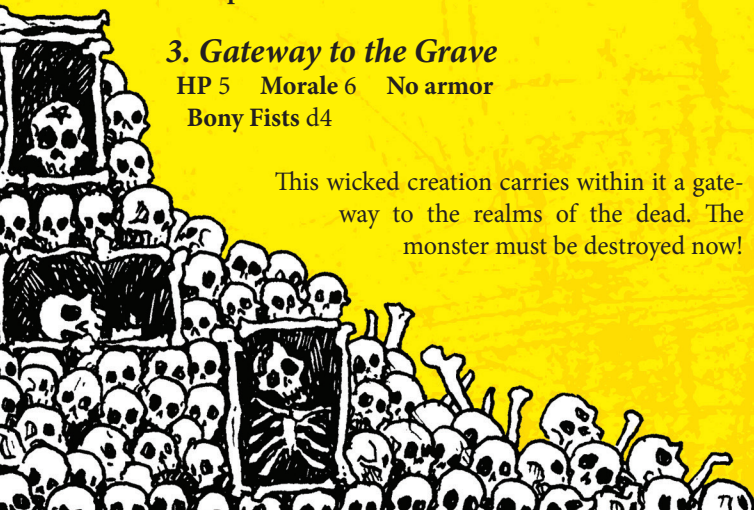
## 6. Arcane-Driven

HP 8 Morale 8 No armor  
Bony Fists d4, Magic Blasts d8 (see below)

Brought to “life” when a magic ring, scroll, or other small object is forced down the thing’s open mouth\*, these skeletons are powered by magic and, unfortunately, may unleash that magic on their enemies.

**Special Magic Blasts.** A ranged attack, these blasts may be fired at targets up to 30’ from the skeleton.

\* When killed, roll d4 to find out what is inside the monster: 1. A random scroll. 2. A magic ring that grants a +1 bonus to Defense rolls. 3. A life elixir with one dose. 4. A magic ring that gives the wearer one extra power usage each day.





*The trees  
are more  
dangerous than  
you may first think.  
Only a fool lets their  
guard down at night.*

## A TERRIBLE NIGHT

As darkness falls, the survivors are forced to make camp alongside the roadway so that they can get rest before the dawn. They find a copse of dead trees a few hundred feet from the road, the only cover close at hand. Signs of past fire pits and worn spots where men have slept before are encouraging, suggesting that this site has been successfully used as a campsite and giving the group some small sense of security,

Once a guard is placed and everyone settles in, the first few hours are quiet, with nothing more than the nightly sounds of the forest to cause minor disturbances. As the midnight hour approaches, the dead trees awaken and reveal their true selves. The wood elementals attack, seeking to slaughter the PCs and feed their bodies to the demonic beast that has possessed and animated their unliving trunks and branches.

### *Unliving Trees (Wood Elementals)*

Immobile tree monsters that cannot move from their fixed positions, but they can use their long, sharp branches to attack.

**HP 12** **Morale – Strong Bark -d4**  
**Clawing Limbs d6**

These mindless creatures are rooted in place and are in fact an extension of the demonic beast that has fused with the network of dead roots that connects the trees to another plane of existence. The demon feeds on the flesh of the living and will die if it does eat at least one human every few weeks.

**Special** **Feed the Earth.** If an unliving tree rolls a six for damage when attacking one of the PCs, the struck character must make a successful DR12 Agility test to avoid being grabbed by the wood elemental. If the test fails, the character is held tight by the monster and may try to break free – DR12 Strength test – as their action on the next Round. If the PC fails that test, the unliving tree feeds the character to the demonic beast, a tangled mass of roots that thrust from the ground and claim the captured PC. The demonic beast drags the offering below ground and instantly consumes the character; destroy the character sheet.

## *Killing the Trees*

If the PCs reduce all of the unliving trees to 0 HP, they drive the demonic entity into hiding; the thing is quiet for the rest of the night and does not dare to attack the strangers again.

The next night, at about midnight, the evil creature infuses the trees with life once again and seeks out sustenance. Only chopping down the trees and setting fire to the bits will prevent the demonic beast from reanimating the small copse of dead trees.

If the PCs do completely eradicate the trees in the clearing, the demonic thing crawls from the ground, forging a twisted and misshapen body from the roots of the dead trees. This towering monster – easily twice the height of any human – will attempt to exact vengeance on those responsible for killing its elemental servants.

### *Nameless Demonic Entity*

**HP 26** **Morale – No armor**  
**Thorny Claws d6**

**Special** **Strangling Grasp.** Once each round, in addition to lashing out with its thorny claws, the thing may roll d20: on a roll of 18+, it grabs a random PC and chokes them for d4 damage.



If reduced to 0 HP, the demonic thing abandons its body of roots and its incorporeal form vanishes into the darkness. It is revived 2d3 days later when it attaches itself to the roots of another small copse of trees (that are soon as withered and dead as the previous grouping of trees).

# OLHA TOWER

Scattered throughout the city are a number of stone towers, ancient fortifications ranging in height from a few stories to the central citadel that rises a baker's dozen of floors above the city. While many of these towers have been claimed by the city watch and a handful of wizards, there is one tower on the city's southern side that is abnormal, even for this dying land.

Constructed in such a way that it spans the primary roadway leading to the city's southern gate, this tower – known as Olha Tower by the locals – was once a city watch tower from which guards kept their eye on everyone entering the city. This was up until four years ago, when Voyce Olha, a wealthy merchant, convinced the city to sell her the tower to use as a storehouse for her goods and a barracks for her hired guards.

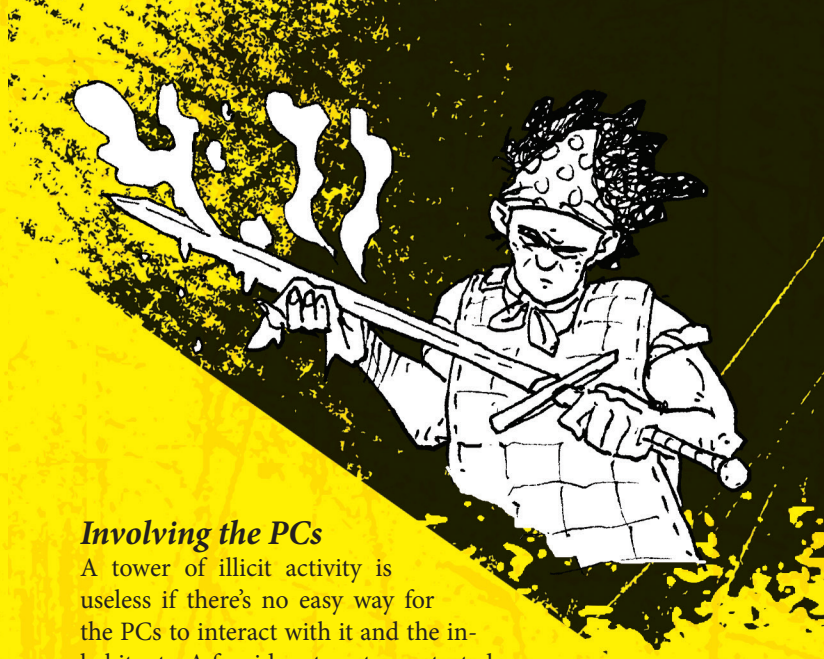
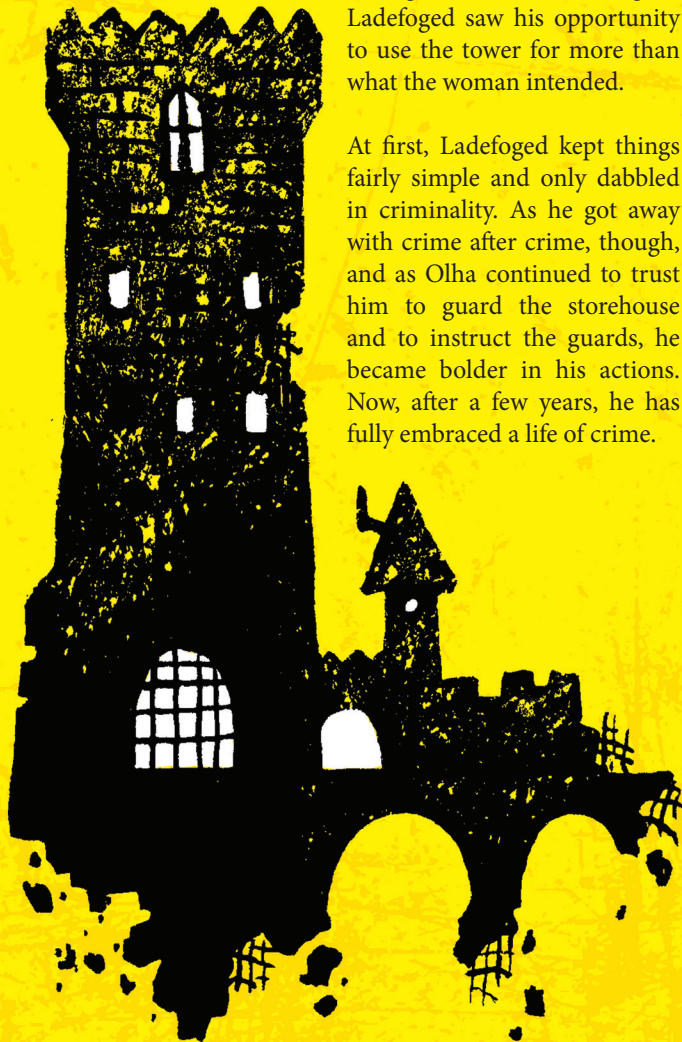
Olha is a trusted and mostly-truthful merchant. The same cannot be said for Bruno Ladefoged and the guards under his command.

## A Den of Iniquity

Olha hired Bruno Ladefoged several years ago, before she took possession of the tower, and the man proved his worth again and again in protecting both the merchant, her staff, and her goods. Once the tower was her rightful property, Olha promoted Ladefoged to commander of her private guard and put him in charge of the tower and the five men housed within the place. After a month without seeing the woman, interacting with her only

through notes and messengers, Ladefoged saw his opportunity to use the tower for more than what the woman intended.

At first, Ladefoged kept things fairly simple and only dabbled in criminality. As he got away with crime after crime, though, and as Olha continued to trust him to guard the storehouse and to instruct the guards, he became bolder in his actions. Now, after a few years, he has fully embraced a life of crime.



## Involving the PCs

A tower of illicit activity is useless if there's no easy way for the PCs to interact with it and the inhabitants. A few ideas to get you started:

- Those in the tower have turned to cannibalism and are always on the watch for easy prey. When returning to the city after a particularly brutal adventure, the wounded PCs are ambushed as they cross below the tower. The guards within, noticing that the PCs look weakened, have acted. How will the PCs react when the guards go to strip the flesh from their bones?
- Whispers in the tavern promise silver to any who deliver corpses to Olha Tower. Although the rumors do not say why the tower's occupants wish to collect the dead, 15 silver coins for an otherwise worthless corpse is not a deal to sneeze at. If the PCs act on the rumors, they are greeted at the tower's entrance and – so long as they have a body to sell – are welcome to enter. Inside, they find the stench of dozens of rotting bodies overwhelming. (DRI4 Toughness test; failure leads to a messy spectacle involving the character's last meal.) Ladefoged has made a deal with a necromancer and just happens to be short a number of corpses equal to the number of PCs. He and the guards have an idea where to find those last bodies . . .
- The guards are dealing in illicit goods, buying and selling poisons, drugs, cursed and enchanted items, and generally serving as merchants for an underground market that Olha would be shocked to discover operating within her own property. If the PCs find themselves in possession of a questionable item or two and wish to sell, the word on the street soon directs their attention to Olha Tower. What that same word on the street neglected to mention, though, is that the buyers in the tower are easily aggravated and offended. Ladefoged offers one-quarter a reasonable price. If rejected, he instructs his minions to take the item by force.

Basically, any interaction with Ladefoged and the guards should turn to violence because these are violent people. Use the **Prowler** from the Outcasts of the core rules when you need game stats for Ladefoged and the guards.

If the PCs escape with knowledge of the tower's true activities and notify Voyce Olha of the situation within her tower, the woman offers them 250 silver coins if they will handle the matter. If they do so, she then asks them if they would like to work for her.

## D6 OVERHEARD WHISPERS

As misfortune overwhelms the people of the city and the clouds darken, the citizens become more and more mistrusting of strangers. When the PCs enter the tavern, many voices drop to whispers as all eyes stare at the newcomers.

1. "It were the quake two weeks back that opened the chasm and revealed the forgotten crypt. I was there, knocked to me feet by the anger of the devils who shook the earth, and what I remember most is the stench of death that rose like a cloud of smoke when the ground split beneath our feet. Whatever is within that ancient crypt has been dead a long time."
2. "The grass and trees within hundreds of feet of the great gash are dead or dying. Whatever foul threat that escaped when the ground shook is clearly draining the life from the plants. I've not been there meself, but I heard from a few of the guards who have been tasked with watching the opening that even the animals themselves refuse to approach the chasm."
3. "I spoke with Blarney last night. Well, I tried to speak with him. He's still prattling on about the statues he claims to have seen when he explored the fissure outside of the city. I don't know what he could have encountered below the earth, but if we're to believe that fool, there are giant statues that walk, talk, and devour the flesh of men when given the chance."
4. "If you peer into the crack when the clouds are thick and the moon is nowhere to be seen, you can see the flickering of strange lights – red, green, a sickly yellow – moving somewhere within the newly-revealed tomb. Whatever is down there is active and certain to be a danger to us all."
5. "I seen it with me own eyes! Hundreds of coins, each pure silver, and all just waiting to be taken from the crypt by one braver than me. I'm not ashamed to admit that I were too scared to descend the final distance into the chamber below. I tells ye, if someone could only make that 100' leap from the small rooms just below the surface to the cavernous treasure chamber below, they would be wealthy indeed."
6. "When I asked why none of us had heard of this crypt before the quake, the wizard Hrvatin – he were here that night I raised the question – said it was because the place didn't exist in our world before the quake. I've no idea how the man knew that which he did, but he explained that the thundering shake of the world wasn't a normal quake, but were a spellquake that opened a portal between our world and another. 'Tell me no more,' I said I did. 'I've no wish to even consider the idea that there may be another world, let alone that it dare encroach upon our own doomed lands.' The wizard grunted a laugh of sorts and called me simple."

Two weeks after an earthquake revealed an unknown dungeon outside of the city, whatever riches within its chambers remain untouched by the people of the city. Whether it be fear of the unknown, a desire to avoid danger, or the fact that they are common folk and not adventurers, the citizens have chosen to steer clear. The city placed 3d3 guards at the gash, who are instructed to stop things from exiting. They care not who enters the dungeon.





## D6 HIRELINGS IN SEARCH OF WORK

Not all who live in the city are self-sufficient and capable of taking care of themselves. There are a number of co-dependent people scattered throughout the community who exist for a single purpose: to latch onto others and perform whatever miserable task is required to earn enough silver to live another week.

### 1. Yannik Bartz

HP 6 Morale 7 No Armor, Dagger d4

Bartz is a scraper and survivor who will do whatever it takes to get by. When the PCs meet him, he is punching a much larger kid as hard as he can, the youngish Bartz beating the older child bloody. If asked about the fight, Bartz explains that the two were squabbling over which one would work for the PCs.

### 2. Zanele Malinga

HP 5 Morale 6 Plate Armor -d3\*, Flail d8

Clad in dented and rusted plate, she insists that she can be an asset and earn her keep. Zanele is a mature woman, forty winters of age, with scars across her face that shows she has been in a fight or two and a misshapen nose that suggests she is familiar with pain and suffering. She promises to work hard for silver.

\* The armor is treated as tier 4 in all other ways.

### 3. Emil Mladenov

HP 8 Morale 6 Scale Armor -d4, Sword d6

When the PCs meet him, Emil is not yet comfortable with his armor or weapon since he only that morning stole them from a corpse. When attacking or defending, he rolls two d20s and uses

the worst result. Emil is desperate and may turn on the PCs if they hire him. The first night he is with the party, there is a two in six chance he tries to rob them and escape.

### 4. Nozer Bendo

HP 5 Morale 5 Padded Armor -d2, Spiked Club d4+1

Before the accident, Bendo was a dungeoneer, a skilled sword who journeyed into the darkest recesses of the land in search of loot and fame. Ever since the accident stole his legs – a run-in with a headless goblin powered by a hellish magic did not go well – Nozer has moved a little slower and isn't as confident as he once was. Now, strapped to his wheeled conveyance and as hungry as ever, Bendo seeks to prove himself in battle. He moves no faster than a walk, has difficulty with stairs and rough terrain, but he won't take no for an answer and claims he can earn his keep.

### 5. Athan Sharo

HP 6 Morale 7 Leather Armor -d2, Short Sword d6

Growing up in the alleys and sewers of the city, Athan is an experienced and master thief, even though he is only twelve winters of age. Athan's parents abandoned him a few days ago and he's looking for anyone to latch onto. When he spots the PCs on the street, Athan won't stop pestering them, demanding that they give him a chance. "Name it and I can steal it."

### 6. Simal Qasimlo

HP 4 Morale 7 No Armor, Knife d4

Unfortunately for the adventurers, Simal isn't quite the free agent she makes herself out to be. Simal is the servant of a wizard who comes searching for his employee 1d3+1 days after the PCs hire the man. Worse still, Simal stole one of the wizard's prized possessions, the Blindfold of Sight, a minor magic item that grants the wearer the ability to "see evil." Characters and creatures of an evil intent appear to glow green when viewed through the item.





## A HAUNTED MARKER

Once a symbol of hope and sacrifice, a memorial to the just and good knights of the past, this rocky construction at the crossroads of two major paths has been perverted, corrupted by the very evil that seeps through the soil and taints all that it touches. Where once stood a beacon in the darkness, a source of magical healing, now there is only terror and, in the best scenario, death.

Crude blocks of stones – fused by the divine magicks of a priest – form the marker that has stood at the crossroads for generations. The fountain that once healed the sick is now overrun with brackish, foul water that carries with it only suffering. Any foolish enough to drink from the fountain at the base of the structure must make a DR16 Toughness test or suffer 1d3 damage every hour for 2d6 hours as the cursed water flows through them. Even boiling the water is no promise of safety (reduce the Toughness test to DR12). Still, though the water looks disgusting and smells far worse, it is the only water for miles and those who have succumbed to the madness of adventure do not always make the best choices when it comes to their food and drink.

The near-poisonous waters of the fountain is the least of worries when travelers come across the marker. Even under the darkest of clouds, those who come within a few hundred feet of this stone formation insist that the skies grow bleaker and more gray nearest the monument from a better age. The air grows still, as if the winds cannot reach the stony construction, and most animals refuse to approach the place. (A DR14 Presence test is required to coax horses or other animals that may under the care of the PCs to move closer to the crossroads.) Only those who have lost their will to live do not sense the aura of dread and darkness that envelops the crossroads.



The marker is an inanimate object to be sure, but the unseen spirit that has made the place its home is far from inactive. This ancient and evil being, once a dark elf prince who made a deal with the devils of a distant moon and was forever transformed into an incorporeal monster, is tethered to the stony structure by a spell that it has yet to break. Decades ago, before the sky turned to gray and hope abandoned the world, the spirit of the prince fell into conflict with a band of sorcerers who sacrificed their lives to chain the spirit to the stone memorial with an arcane strand that will only be broken when the spirit has killed 100 people.

To date, it has killed 99 people and it is desperate to slaughter one last unsuspecting traveler and ensure its escape.

For so long as the spirit of the dark elf prince is bound to the monument, it cannot reach anyone more than 100' from the structure that anchors it in place. The spirit often prefers to remain hidden up until a possible victim is within a dozen or so feet of the stone tower, at which point it lashes out in hopes of killing one more person. It knows that it need only kill one more to escape the arcane tether, so it isn't quite as patient as it once was and attacks when a target is within 50' or so of the stony memorial.

### *Corpses Nearby*

If the GM wishes to provide the adventurers with a little warning that the stone marker is more than simple set dressing, there may be dead bodies lying near the memorial. These may range in state of decay from a few days to months of rotting beneath the sunless skies, each one evidence that something is very wrong.

There are 3d4+1 corpses near the place. If the PCs take time to search the bodies, turn to the corpse plundering table in the rules.

### *Spirit of a Dark Elf Prince*

HP 25 Morale – Ghostly Form -d4

Ghostly Claws d6, Ectoplasmic Ray d8 (see below)

**Special Terror Cry.** Once each encounter, the evil spirit unleashes an evil scream that pierces the very soul of any within a mile of the monster. All affected must make a DR14 Toughness test or suffer 2d6 damage as the monster's cry eats away at their essence. Any who fumble this test immediately die.

**Ectoplasmic Ray.** This ranged attack may only be used every other round and is in addition to the monster's claw attack. If the ectoplasmic ray strikes its target, there is a one in six chance the evil bolt of energy leaves permanent damage (the affected character must roll on the broken bodies table in the core rules; lucky you, you've earned a new detrimental feature!).

If the thing kills any one of the PCs it is free of the tether and may move about freely. It will hunt the survivors of the party if it manages to escape its prison.



## D6 CURSED TREASURES

Is there anything as cruel and terrible as a gamemaster who throws cursed treasures into the dungeon? The world is dangerous enough as it is without the reward being worse than the risk, right? Well, there are simply days when the PCs need to learn that the dungeon is a dangerous place . . . and that includes the riches.

### 1. *Scabbard of Dullness*

When found, this empty scabbard looks to be a valuable item. It radiates a faint, blue-tinged glow even under the brightest of conditions and is crafted of gold and platinum. Designed to be slung over the back, the scabbard was clearly once the resting place for what must have been a magnificent sword . . . a sword that is now missing. If one of the PCs foolishly slips their sword into the enchanted scabbard, nothing happens. They can draw the sword, rehome it in the scabbard, and draw it again without difficulty.

After an hour in the scabbard, the sword is ruined forever by the accursed magic of the item. This scabbard dulls blades, making them little more than metal clubs (damage reduced to d3). Worse still, the curse is so powerful that the blade may never be sharpened again. The dullness is permanent.

### 2. *Bleeding Boots*

These hard leather boots are of a particularly fine quality, looking to be easily worth dozens of silver if they were sold in the city. Of course, as their luck would have it, the PCs did not find valuable boots.

Any character who puts these on instantly notices that there is a problem. The boots bite, needles inside each boot stabbing the wearer and dealing 1d2 damage every hour. The boots cannot be removed short of powerful magic far outside of the capability of the party. Maybe someone in the city can remove and destroyed these accursed boots?

### 3. *Torch of Monster Calling*

When they find 1d6 torches, the PCs likely think nothing of it. Torches are, after all, a blessing to adventurers and finding more torches when exploring the dungeon is always a good thing, right? Unfortunately, one of the torches is a cursed object that, when lit, produces an inaudible summons that draws monsters toward its location.

When the torch is lit, feel free to throw a handful of monsters at the party. The foes push past everything and everyone to assault

the PC carrying the cursed torch. Only extinguishing the torch will cause the monsters to select other targets.

### 4. *Scroll of Misery*

When found, ask the PC to make a Presence test. Don't state a DR, simply ask for the roll. Any result less than 15 means the character thinks that they have found a random sacred scroll.

Roll and name the scroll . . . but that is not what they have discovered. When the PC reads from the scroll, the truth comes out instantly as they suffer d3 damage and the scroll triggers one of the Miseries of Nechrubel. (See the core rules.) Additionally, all of the members of the party must make a successful DR12 Toughness test. All those who fail must roll on the broken bodies table in the core rules.

### 5. *Ring of Weakness*

This magic ring shimmers in even the darkest of the dungeons, an internal illumination causing the metal band to cycle through a cascade of colors when it is lifted by one of the PCs. There are no markings on the ring of any sort.

If one places the ring on their finger, they feel instantly weaker. Reduce Toughness and Strength by one each. The ring may never be removed. If the wearer dies, or loses the hand cursed by the ring, the object falls off and lands near the cursed character.

### 6. *Armor-Eating Belt*

This simple object looks like any other basic belt. Leather and metal construction, there is nothing remarkable about the item.

If worn, the belt appears normal and does as it should. It is only after the belt has been worn a dozen hours that the cursed magic of the object is unleashed. Any armor worn at the same time as the belt is completely ruined, the belt's magic causing the armor –including shields! – to decompose and fall off the wearer.

The belt cannot be removed once it is fastened about the waist until the wearer dies.

